

**STORY ENGINE SETTINGS: "In Bruges"**

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**CHARACTER DYNAMICS:**

MC RESOLVE: **Change**  
 MC GROWTH: **Stop**  
 MC APPROACH: **Be-er**  
 MC PROBLEM-SOLVING STYLE: **Logical**  
 IC RESOLVE: **Steadfast**

**PLOT DYNAMICS:**

DRIVER: **Action**  
 LIMIT: **Optionlock**  
 OUTCOME: **Failure**  
 JUDGMENT: **Good**

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**MAIN VS. IMPACT STORY**

*(Fellow Hitmen Stuck "In Bruges")*  
 THROUGHLINE: **Situation**  
 CONCERN: **How Things are Changing**  
 ISSUE: **Fantasy vs. Fact**  
 PROBLEM: **Expectation**  
 SOLUTION: **Determination**  
 SYMPTOM: **Theory**  
 RESPONSE: **Hunch**  
 CATALYST: **Threat**  
 INHIBITOR: **Confidence**  
 BENCHMARK: **The Present**  
 SIGNPOST 1: **How Things are Changing**  
 SIGNPOST 2: **The Future**  
 SIGNPOST 3: **The Present**  
 SIGNPOST 4: **The Past**

**IMPACT CHARACTER**

*(Ken)*  
 THROUGHLINE: **Activity**  
 CONCERN: **Doing**  
 ISSUE: **Experience vs. Skill**  
 PROBLEM: **Result**  
 SOLUTION: **Process**  
 SYMPTOM: **Ending**  
 RESPONSE: **Unending**  
 UNIQUE ABILITY: **Experience**  
 CRITICAL FLAW: **Ability**  
 BENCHMARK: **Gathering Information**  
 SIGNPOST 1: **Understanding**  
 SIGNPOST 2: **Doing**  
 SIGNPOST 3: **Obtaining**  
 SIGNPOST 4: **Gathering Information**

**MAIN CHARACTER**

*(Ray)*  
 THROUGHLINE: **Manipulation**  
 CONCERN: **Playing a Role**  
 ISSUE: **Desire vs. Ability**  
 PROBLEM: **Expectation**  
 SOLUTION: **Determination**  
 SYMPTOM: **Trust**  
 RESPONSE: **Test**  
 UNIQUE ABILITY: **Desire**  
 CRITICAL FLAW: **Skill**  
 BENCHMARK: **Conceiving an Idea**  
 SIGNPOST 1: **Developing a Plan**  
 SIGNPOST 2: **Playing a Role**  
 SIGNPOST 3: **Changing One's Nature**  
 SIGNPOST 4: **Conceiving an Idea**

**OVERALL STORY**

*(Kill a Kid, Pay the Price)*  
 THROUGHLINE: **Fixed Attitude**  
 CONCERN: **Impulsive Responses**  
 ISSUE: **Worth vs. Value**  
 PROBLEM: **Expectation**  
 SOLUTION: **Determination**  
 SYMPTOM: **Ending**  
 RESPONSE: **Unending**  
 CATALYST: **Worry**  
 INHIBITOR: **Security**  
 BENCHMARK: **Contemplation**  
 SIGNPOST 1: **Impulsive Responses**  
 SIGNPOST 2: **Contemplation**  
 SIGNPOST 3: **Memories**  
 SIGNPOST 4: **Innermost Desires**

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**ADDITIONAL STORY POINTS**

GOAL: **Impulsive Responses**  
 CONSEQUENCE: **How Things are Changing**  
 COST: **Doing**  
 DIVIDEND: **Playing a Role**

REQUIREMENT: **Contemplation**  
 PREREQUISITE: **The Present**  
 PRECONDITION: **Gathering Information**  
 FOREWARNINGS: **Conceiving an Idea**

VOCABULARY:

**Ability:** being suited to handle a task; the innate capacity to do or be

**Action:** in terms of the Overall plot, actions force decisions

**Activity:** an activity or endeavor

**Be-er:** Ray prefers to work things out internally

**Change:** Ray changes her essential nature while attempting to solve the problem

**Changing One's Nature:** transforming one's nature

**Conceiving an Idea:** coming up with an idea

**Confidence:** belief in the accuracy of expectations

**Contemplation:** present considerations

**Desire:** the motivation toward something better

**Determination:** a conclusion based on circumstantial evidence

**Developing a Plan:** visualizing how an existing idea might be implemented

**Doing:** engaging in a physical activity

**Ending:** coming to a conclusion

**Expectation:** a conclusion as to the eventual effect of a particular cause

**Experience:** the gaining of familiarity

**Fact:** belief in something real

**Failure:** the original goal is not achieved

**Fantasy:** belief in something unreal

**Fixed Attitude:** a fixed attitude or outlook

**Gathering Information:** gathering information or experience

**Good:** Ray ultimately succeeds in resolving her personal problems

**How Things are Changing:** the way things are going

**Hunch:** an understanding based on insufficient circumstantial evidence

**Impulsive Responses:** innate responses

**Innermost Desires:** basic drives and desires

**Logical:** Ray uses inherently logical (linear) problem solving techniques

**Manipulation:** a manner of thinking or demeanor

**Memories:** recollections

**Obtaining:** achieving or possessing something

**Optionlock:** the story climax occurs because all options have been exhausted

**Playing a Role:** temporarily adopting a lifestyle

**Process:** an ongoing activity; the mechanism through which a cause leads to an effect

**Result:** the product of a process; the ramifications of a specific effect

**Security:** an evaluation of one's defenses and protections

**Situation:** a situation or environment

**Skill:** aptitude or innate ability

**Steadfast:** Ray ultimately retains her essential nature

**Stop:** regarding Ray, the audience is waiting for something to end

**Test:** a trial to determine something's validity

**The Future:** what will happen or what will be

**The Past:** what has already happened

**The Present:** the current situation and circumstances

**Theory:** an unbroken chain of relationships leading from a premise to a conclusion

**Threat:** an evaluation of potential negative forces

**Trust:** acceptance without proof

**Understanding:** appreciating the meaning of something

**Unending:** continuing without cessation

**Value:** the objective usefulness of something in general

**Worry:** concern for the future

**Worth:** a rating of usefulness or desirability to oneself personally